Unplugged Activity

Title: Descifrando la flor

Educational level: 4th grade 2nd cycle Primary Education.
Curricular areas: Natural Science.
Timing: 2 sessions. Any term.

Summary

A thrilling activity where the students will feel like real detectives. They will have to decipher ten codes in order to discover the name of each of the parts of the flower. Through this game, the students will develop computational thinking cognitive skills such as logic and algorithms, as well as social skills while they have fun learning.

Aims

- Identify and name the parts of a flower.
- Develop computational thinking skills.
- Foster teamwork and collaboration.
- Improve problema solving skills.

Key competences to develop: linguistic competence, science, technology, engineering and mathematic competence, digital competence and citizenship competence.

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How do we do it?

1. **Activity walkthrough:** the students will have to decode the names of the parts of the flower. There is a specific challenge for each part with a different type of code. Our students will become real detectives.

2. **Challenge presentation:** we can present each challenge individually for students to solve them one by one or all challenges together for the students to handle them as they see fit.

3. **Challenge resolution:** students will work in pairs in order to solve the challenges. As teachers, we will monitor their work and offer support if/when needed.

4. **Recap**: once the pairs have solved the challenges, they will individually write the names of all the parts of the flower on the last worksheet and they will decorate it accordingly.

Suggestions

Using two consecutive sessions for the activity would be ideal.

This activity can be carried out individually or in small groups.

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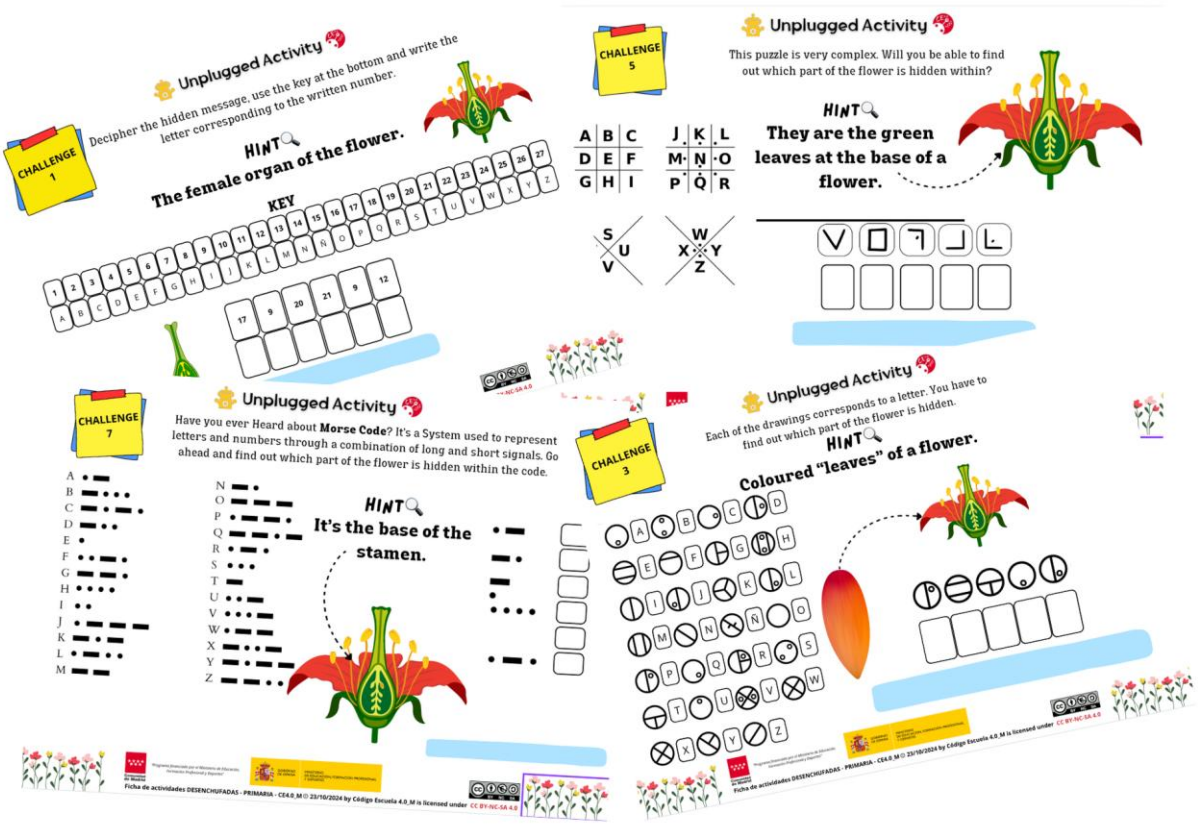
Resources

- **Human:** teaching staff and students.
- **Material:** worksheets included in the resources section.

Spaces: classroom.

Type of activity: pairs / individual /small groups.



DOWNLOAD THE MATERIAL

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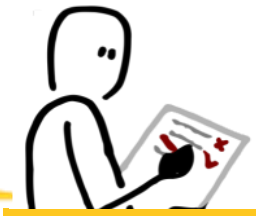

What have we learned?

Evaluation criteria	4 Excellent	3 Satisfactory	2 Needs improvement	1 Insuficient
Identifies and names the parts of a flower.	Knows each part of a flower and locates them.	Knows almost all parts of a flower and locates them.	Knows some parts of a flower and locates them.	Doesn't know the parts of a flower or how to locate them.
Deciphers and solves the challenges.	Solves each challenge accuratelly.	Solves almost all challenges accuratelly.	Solves some challenges accuratelly.	Shows difficulties when solving each challenge accuratelly.
Collaborates and communicates with peers effectively.	Collaborates actively and communicates ideas clearly and respectfully	Collaborates actively and communicates ideas clearly and respectfully most of the time.	Collaborates and communicates effectively using simple language.	Shows difficulties when trying to collaborate efficiently.
Improves problem-solving skills.	Identifies all key elements of the problem and develops a strategy to solve it.	Identifies most of the key elements of the problem and develops a strategy to solve it.	Identifies some of the key elements of the problem and develops a strategy to solve it.	Doesn't identify the key elements of the problem or develops a strategy to solve it.

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Computational Thinking

Logic (prediction and analysis): thinking to make predictions, solve problems and make decisions based on available information.

Algorithms (steps and rules): is a step-by-step process that solves a problem or completes a task.

Patterns (recognise and use similarities): recognising similarities or patterns in problems or data, which means come up with solutions quickly and effectively.

More information

You can find other unplugged activities here: Codeweek

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